

## Local pet rock rants about why he thinks splatoon 3 splatfests sucked

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# **Local pet rock rants about why he thinks splatoon 3 splatfests sucked**

by [AxolKat42](#)

## Summary

You read the title. The final Splatfest wrapped up yesterday and I needed to go on a pointless rant on why Splatfests in Splatoon 3 were the worst in the series.

## Notes

TLDR: I really hated Splatfests in Splatoon 3 and I made a schizo post ranting about my irrational hatred of this limited time game mode.

So the final Splatfest of Splatoon 3 has officially concluded with Past vs Present vs Future. Now that I've finally lost all reasons to play this game, I feel like looking back on Splatfests while showcasing why I personally believe that Splatoon 3 Splatfests were the worst of the three games thus far. This won't be counting the JP exclusive Splatfests since I didn't participate in them so I'm unfit to judge them. I also won't be counting any possible reruns that could happen in the near future because I'd likely wouldn't care enough to play them.

### **Demo-Fest: Rock vs Paper vs Scissors**

Unlike most of the fests that run for 48 hours, this fest was run for only 12 due to it being a demo. One thing we must point out is that in Splatoon 3, they had three teams to choose from instead of just the two from previous games, this will be important later.

Along with the three team system was a new limited time game mode called Tri-Color. It was meant to be a comeback mechanic, where whichever team is in the lead during halftime would have a defending team of four, while the other two teams had their teams of two that would go after the defending team's ultras signal. However, many people on the defending team (which was Team Scissors) complained that they were easily targeted way too much as defenders.

The fest would then end with Team Rock winning. Overall, not a whole lot to complain about. Sure, Tri-color wasn't very balanced, but it was a demo so things were gonna be fixed in the final game, right? Well...

### **First Post Launch-Fest: What would you bring to a deserted island? Gear vs Grub vs Fun**

The first post launch Splatfest, and oh boy where do I begin?

Firstly, a new category was added in the form of how many Conch Shells were received by a certain team. For some reason Tri-Color wasn't a category yet.

Second, the theme was incredibly one sided. When most people are asked what they would bring to a deserted island, their first thought is to bring gear to protect themselves. This lead to almost 59% of the players to go on Team Gear, which lead to a lot of mirror matches.

Next on the list of bullshit was Tri-Color. When Nintendo saw the problems with Tri-Color in the demo, they had the perfect plan to fix it. They were gonna limit when people could play Tri-Color and redirect them to an Open Match if they couldn't cue up for Tri-Color. I only got to play Tri-Color twice that whole fest, which is twice more than the average player during the whole event. And in the off chance you did successfully cue up for a Tri-Color match without being booted back to Open Matches, Hammerhead Bridge was not a good stage to play on if you were on the attacking team.

In the end, Team Gear won the Splatfest in a landslide. But after the fest ended, there was one more problem that at least a couple thousand players had to deal with. That being the Snails Glitch.

Before being fixed, it was discovered that if your Nintendo Switch lost internet connection while viewing the Splatfest results, you wouldn't get your Sea Snails. This glitch was brought to light by Splatoon YouTuber Rizirone in a tweet where he said the real losers of the Splatfest were people who didn't get their Sea Snails, mentioning in a follow up tweet that he was one of them. After the tweet went viral, Nintendo addressed the issue by saying that the Snails Glitch and Tri-Color would be fixed before the next Splatfest.

This was the first Splatfest into the game's life and we're already off to a *fantastic* start.

### **Pokemon-Fest: What's your partner Pokemon's type? Grass vs Fire vs Water**

In a very rare instance, we actually have a balanced Splatfest theme. Don't get your hopes up though because balanced Splatfest themes are rare as hell. This was also the first instance of a Splatfest skipping a month unlike how Splatfests used to be hosted every month. Along with lining up with the release of Pokemon Scarlet and Violet, it's also possible that the devs were trying to fix some of the issues from the previous fest.

Can't really say much about gameplay because after a couple matches I rage quit and stopped playing. From what I remember seeing on Twitter though, there wasn't a whole lot to talk about, for the most part.

Tri-Color was on a redesign Sturgeon Shipyard (the same Tri-Color map from the Demo), and was still a broken mess. In a viral tweet, someone on Team Water posted about how members of Team Water would be forced into Tri-Color matches without even choosing Tri-Color. I think it's safe to assume that no one liked being forced to play a mode they didn't like or want to play.

The Splatfest would shockingly end with Team Water winning all 4 categories. This event was referred to by me and many other players as the "Big Man Sweep", due to Big Man being the one who represented the team. This wouldn't be the last time such a feat was pulled off by my favorite manta ray.

### **Flavor-Fest: What's your favorite taste sensation? Spicy vs Sweet vs Sour**

Off the bat there was a little bit of imbalance with the themes. Along with Team Sweet having over half the votes, there was also the fact that Team Sour had roughly 15% of the votes. It might have something to do with the fact that not many people like sour food. I think it would've made more sense had they went with Team Salty instead. But I mean hey, at least they didn't choose Team Bitter.

Game play was fairly balanced but it was clear that Team Sour was practically non-existent, because I don't think I cued up against them more than 5 times without one of them disconnecting in the first minute.

Tri-Color got a ton of changes this fest. Firstly, you could actually cue up for a match and not be forced back into an Open Match. Second, anyone of any team (even the team that won Halftime) could be either attacker or defender. This change was likely made in order to accommodate how Tri-Color was now able to give mirror matches. It's probably for the best that they introduced mirror match Tri-Color now of all times, because believe me when I say that Team Sweet probably wouldn't have been able to cue up for Tri-Color at all without insane wait times.

They also added the feature to take pictures on the floats of whatever idol you won a 100X/333X match for so that was pretty awesome. Shame that trying to cue up for a 100X/333X match was insanely difficult, and you had to make sure no one DC'd in the first minute because then the match would end for everyone and you'd have to go back to 100/333X hunting... Did I also mention you had to win the 100X/333X match as well?

In the end, Team Sweet would take home the win for my girl Frye. Little did we know that it would take over a year for that lovable squid to ever get even one more win...

### **Valentine-Fest: What's your favorite chocolate? Dark Chocolate vs Milk Chocolate vs White Chocolate**

Let's address the elephant in the room because I know at least one person in the comments will bring it up. Team White Chocolate had some very obvious bias towards it, what with having 42% of the votes. Thankfully it wasn't because there was just that many people who

unironically liked white chocolate. In fact I'm pretty sure a least part of that team would choose milk chocolate over white chocolate any day of the week. The real reason was because a lot of people (myself included) thought the white ink for Team White Chocolate looked exactly like cum.

Match making was weirdly balanced and I don't remember running into a single mirror match the whole fest. For a while though, I honestly thought Team Dark Chocolate was non-existent because I only ran into them maybe 5 times outside of Tri-Color.

Speaking of Tri-Color, Mincemeat Metalworks was probably the most fun I'd ever had in Tri-Color, and I'm still upset that I can't go back to re-experience it.

The fest would end with Team White Chocolate winning, despite the fact that most people joined that team because the ink looked exactly like cum. They also won every single category so it was yet another Big Man Sweep... And then hell descended to earth for the next five Splatfests.

### **Extraterrestrial-Fest: Which of these is real? Nessie vs Aliens vs Bigfoot**

The theme like many others was rather unbalanced. The theme for this fest was "which one is real", not "which one is your favorite". If they went for the latter option, this theme could've actually been balanced. That also doesn't take into accountability the votes for this fest. Not only because Nessie (The Loch Ness Monster) and Bigfoot have already have evidence proving they were fake, but Team Bigfoot had 8% of the votes. That is probably the least amount of votes I've ever seen for a Splatfest team.

I can't speak much on game play because, again, I didn't really participate much in this fest due to a rage quit. I can safely assume however that almost nobody saw Team Bigfoot for more than half the fest.

In the end for some godawful reason, Team Nessie would win, despite the fact that Team Alien had more of a reason to win because there's actual evidence for aliens existing. Little did we know however, that this would mark the beginning of the nightmare that was Shiver's Win Streak.

### **Zelda-Fest: Which do you seek? Power vs Wisdom vs Courage**

Similar to the Pokemon Splatfest, this fest was meant to promote the game Legend Of Zelda: Tears Of The Kingdom. Thankfully I can't really complain about unbalanced teams since the votes were split fairly evenly.

For Tri-Color, Scorch Gorge was given a complete revamp to be in the shape of a Tri-Force. It honestly would've been kinda cool if it weren't for the fact that Tri-Color was still unbalanced as all hell. Still it would've been way better if Nintendo just made custom stages for Tri-Color like Shifty Stations in Splatoon 2, but whatever.

The winner of this fest was Team Power, which took every single category. I know this would technically be called a "Shiver Sweep", but I'm too spiteful to refer to it as such.

### **Ice Cream-Fest: Which flavor of ice cream is the best? Vanilla vs Strawberry vs Mint**

During the June 21st 2023 Nintendo Direct, Nintendo announced that they never heard of Neapolitan ice cream. You're telling me Nintendo passed up the opportunity to have Neapolitan colors, and chose motherfucking MINT?! I know we had an entire Splatfest dedicated to chocolate, but you're instead going to choose what is probably the most mid ice cream flavor in existence instead?! It would've been 10 times better if they chose something like sherbet, or literally anything less mid!

Team Vanilla was going to have some very heavy bias this whole fest. Not only because

Vanilla was just a much better flavor than Strawberry and fucking Mint, but also because that team had the cum ink.

Tri-Color was hosted on Barnacle & Dime. A mid stage on Turf War so it's an equally mid stage on Tri-Color, if not worse.

Rather predictably, Team Vanilla got an easy win. They almost got an entire sweep had it not been for Team Mint absolutely sweeping the floor in Pro Matches. It was also around this time that tensions started to rise surrounding Shiver's win streak. Splatfest win streaks are nothing new, having dated back to the first Splatoon game. But here in Splatoon 3, win streaks like these shouldn't have been made possible because now we had three options to choose from. At this point however, there wasn't much outrage. Or at least that was the case until the next Splatfest.

### **Rigged-Fest-1: Which is most important in life? Money vs Fame vs Love**

I think I speak for a little over half the Splatoon community when I say this Splatfest was bullshit.

This fest technically counts as a rerun, because each of the previous Splatoon games had a theme that paired Money against Love. Usually Love would always win, so many (myself included) chose Love because it seemed like an easy win. Or at least that would've been the case had Splatoon 3 not suffered from god awful match making.

Everyone who played on Team Love during the Splatfest, no matter what type of match they cued up for, was forced into nothing but constant mirror matches. This is bad because mirror matches essentially provide no clout to any team after the match, essentially rendering them useless. But surely that means Team Love would have the most votes right?

WRONG! Because when the results were released it was revealed that not only did Team Money win, but they had 4% votes more than Team Love's 43.62% of votes. And to this day I still haven't heard of a single person on Team Money complaining about getting nothing but constant mirror matches the whole fest.

Oh my lord, tensions were already pretty high with Splatfests because of Shiver's obnoxiously long win streak, but I think shit went from 10 to 100 with this fest... And then Nintendo decided to pour gasoline onto the already out of control fire literally 3-4 days afterwards.

### **Anniversary/Toxic-Fest: Which would be the best leader? Shiver vs Frye vs Big Man**

Oh man, where do I *begin* with this fest? Nintendo really should not have hosted this Splatfest when they did, or at all for that matter.

The first problem would obviously be the theme. It's been proven since the first game that if you pit idols against each other as a Splatfest theme then it's gonna end with a lot of toxicity. Don't believe me? You would not have survived the Callie vs Marie Splatfest from Splatoon 1 and how toxic people were for their precious squid waifus. The second problem with the theme was when Nintendo didn't even wait a full week after Money vs Fame vs Love to announce this theme on Twitter.

Shit almost immediately hit the fan when the fan reactions started pouring in. Every Splatoon fan who had a social media account either talked about how much of a shit storm this fest was gonna be, or were being toxic as all hell. A common theme when talking about the Splatfest was people claiming that Frye's team was the most toxic, and even going as far as to say that Frye's team didn't deserve to win because of it. I was on Team Big Man and I can safely say that the people who were saying that stuff were full of complete bullshit. Shiver's teams were always toxic and no one batted an eye, but suddenly when Frye/Big Man's teams

have even ONE toxic player, everyone suddenly starts saying "haha skill issue!" or "omg Frye/Big Man's team are so toxic they don't deserve to win!" Feels pretty fucking hypocritical doesn't it?

The toxicity didn't just stop at social media however, this even extends to the actual game itself. Spawn camping was rampant on all sides. Originally it was just a problem on Shiver's team, but due to the rising tensions, Frye and Big Man's teams started to fight fire with fire to get back at them. Frye and Big Man's teams were also caught going up against members of Team Shiver in Tri-Color, even when she was on the attacking team with only two players. That basically turned it into a 2v6 if you were one of the unlucky bastards who were on Shiver's team during the fest.

Speaking of Tri-Color, every previous Tri-Color match by that point were brought back and would rotate ever 2 hours. Still doesn't make up for how much of a broken mess Tri-Color was during this Splatfest.

The winner was none other than Shiver and oh sweet Jesus the fallout from this fest was devastating. Anywhere you turned, someone in the community was being insanely toxic. Hell, I was so goddamn close to joining in on the toxicity just because I was that pissed off. Things only escalated however when accusations of racism and favoritism started showing up. For context, each of the members of Deep Cut were based off of specific cultures, with Shiver being based off of Japanese culture and Frye being based off of South Asian/Indian culture while also very obviously being POC. Due to Splatoon 3 being extremely popular in Japan, the argument could've been made that there was some bias towards Shiver. This led to JP player at best being accused of favoritism, or at worst, just straight up being called racist. It didn't help that one JP player was caught referring to Frye as looking like a monkey right as those claims started being made.

I think another issue was the fact that region locks weren't implemented on any Splatfests by that point. In the previous two Splatoon games, region locks were added to separate things like Splatfests and Ranks. In Splatoon 3 however, they completely removed region locks from Splatfests, making it so that anyone in any region could match up against each other during a fest. Because of this, many fans started demanding that region locks be brought back so that the JP players wouldn't have the ability to let Shiver win every single time.

It was probably for the best that Nintendo revealed the second Side Order trailer three days after this fest, otherwise I don't think the Splatoon community would've survived.

### **Splatoween/Halloween-Fest: Which would be the best friend? Zombie vs Skeleton vs Ghost**

The first of many special holiday themed Splatfests.

Because of the bullshit that happened during the previous Splatfest, pretty much everyone was hoping Shiver would lose this fest. And it's probably for the best that she was given team Zombie, because if she were given something like Vampires then the community would've blown itself up.

Game play was fairly decent so long as you were ok enough with Mirror matches on Team Ghost. Not really sure if I can comment much on Tri-Color since by this point I just stopped giving a shit about Tri-Color as a whole.

The winner of this fest was Team Ghost, lead by the best boi that is Big Man. At last, the curse of Shiver's stupid ass win streak had finally been broken. Now it's time to sit back and reeeeeeela-

### **Rigged-Fest-2: What's your go-to greeting? Handshake vs Fist Bump vs Hug**

This fest was bullshit through and through.

Everyone (myself included) agreed that it was time for Frye to catch up and get another Splatfest win. Anyone in the modern year can agree that after the covid pandemic, anything more than a fist bump was instant death. A region lock was also implemented so that maybe Shiver wouldn't have been carried by an entire nation like many players believed. There was no way that Frye could've lost-

#### **What the fuck do you mean we lost by 3 points.**

By this point, Nintendo made some changes to the scoring system of Splatfests, making it so that Votes and Conch Shells gave less points and Tri-Color gave more points. Because of this, despite Team Fist Bump winning 3 OF THE 5 FUCKING CATEGORIES, Team Handshake won because of a technicality. I feel like I'm justified in saying that this fest was rigged, because Frye could've actually won if it weren't for the sheer bullshit that was the point system.

Rubbing salt to the wound, Frye instead won the Japanese Splatfest that was being held the same time as this fest when they introduced the region lock. This is part of why I won't be covering the JP fests, it's also because I'm insanely spiteful.

### **Frosty-Fest: Who do you spend the holidays with? Friends vs Family vs Solo**

Tis the season to make sure Shiver does not get another win streak so help me god.

Just like the chocolate and ice cream fests, Team Solo got white ink for their team. You and I both know where this is going.

I was on Team Solo the whole thing (because team Friend was unfortunately taken by the blue haired bitch Shiver) and this was the second most fun I ever had for a Splatfest. In fact this was the first time I won a X100 match during a post launch fest.

Because I stopped caring about Tri-Color, I'm legally not allowed to talk about it from this point forward.

The winner was Team Solo and it continued the pattern of cum ink always winning.

### **Rigged-Fest-3: What's the best day of the weekend? Friday vs Saturday vs Sunday**

I'm starting to sense a pattern of bullshit fests being won by Shiver.

I think anyone who has a basic understanding on how each day of the week works understands why Saturday is the superior day of the week. During Friday, you're still at school and/or maybe work (idk I don't have a job yet). During Sunday, you're dreading having to go back to school and/or work. Saturday is peak because you won't be interrupted. Surely, maybe Frye could finally win ONE more Splatfest-

#### **Everyone on Team Saturday was given nothing but Mirror Matches.**

You have got to be fucking kidding me. Like the Money vs Fame vs Love Splatfest, Team Saturday was cursed with being unable to get any clout thanks to the existence of Mirror Matches. This time however it was actually because they had most of the votes. I swear to god, whoever thought it was a good idea to make it so Mirror Matches don't give any clout better hope no one finds out who they are or they will never hear the end of it.

Further insult to injury was the fact that so many people (more than likely Shiver fans) kept making jokes about how people on Frye's team were all bad at Splatoon. Like, ok then smart ass, you try and suffer through nothing but Mirror Matches and you tell me how long it takes before you snap. Oh, you never had to put up with that during a Splatfest? Then you don't get to say shit.



### **Music-Fest: What instrument would you play? Drums vs Guitar vs Keyboard**

I have a couple problems with this Splatfest. Not because of the theme, if anything I think this was one of the most balanced themes we got. My actual problems come from two new features that were added during this fest.

The first one is Fizzbangs. Fizzbangs are basically a second sub weapon that you can only use during Splatfests. The only way you can get them is by splatting members of the enemy team. Along with the fact that people spam them way too much, I have a problem with the fact that Nintendo wasted their time on the most useless Splatfest exclusive thing possible, when they should be focusing on actual problems in Splatfests like godawful match making. Another new thing that was added to this Splatfest that sucks is the brand new second place points. In the 7.0 update, teams that got second place in the categories would be given half the points you would usually get if you got first place. Along with making Frye's chances of winning even more unlikely, it was also just incredibly unnecessary to add in the first place. Seriously, no one asked for this, who thought this was a good idea. In the end, Team Keyboard won with Team Guitar almost getting last place.

**[From this point forward I completely stopped giving a shit and just wanted to finish this stupid thing]**

### **SpringFest: It's Spring! A time for fuzzy fluffiness! Baby Chicks vs Lil' Bunnies vs Bear Cubs**

[Insert Five Nights At Freddy's joke here]

Everyone was wearing new costumes, we got new shoes because shoes are associated with Spring for some reason, blah blah blah.

I won't lie, I kinda stopped paying attention to this Splatfest pretty early on. Probably because by that point I had lost all hope of Frye winning another Splatfest.

And those hopes were only dashed further when Frye came in last place despite everyone agreeing that Lil' Bunnies could've won. All hope was lost...

### **Existential-Fest: What would you do at the world's end? Same Ol' vs Bucket List vs Save The World**

Wow, who knew that one of my favorite Splatfests would be so goddamn existential. One of the final four Splatfests and Nintendo really went and asked us what we were gonna do during the end of the world. I know Splatoon can get pretty dark with it's lore, but I didn't think this would actually be an official theme.

I ended up going Team Bucket List. If I knew that the world was ending, I wouldn't just sit around and wait for my inevitable death, I would spend that time doing things that I wanted to do. Also, based off how the Splatfest art has a meteor about to colloid with earth, there was no way that saving the earth was an option no matter how optimistic someone would try to think.

Gameplay (at least for me) was a fucking nightmare. I kept on being spawn camped by Team Same Ol' and I was so damn close to just going the toxic route.

I was just about to post my first Splatfest related threat when I saw that- Oh shit, Frye finally got another W. For once, it seemed like the Splatoon fandom was at peace now that Frye got a dub.

### **Summer-Nights: Which would you reserve for a day? Palace vs Theme Park vs Beach**

Hell yeah the summer break splatfest.

For once I actually kinda cared about the actual theme and not "oh dear lord please do not let Shiver win". Also unrelated but the Summer Nights version of Anarchy Rainbow is peak. Gameplay was alright but I could not for the life of me remember anything that happened the whole fest because I was just zoning out the whole time. The winner for this fest was Team Beach, meaning that Big Man had won every Special Splatfest hosted in Splattoon 3.

### **Carbohydrates-Fest: Which could you eat every day? Bread vs Rice vs Pasta**

We talking about anything with carbohydrates.

Frye's team had finally been given white ink. I think we all know where this is going so let's just skip ahead.

Team Rice had won, giving Frye a third win. I know I should be glad that Frye is finally getting some W's but I'm pissed that it took this long for her to get any W's to begin with. However we don't have much time to dwell on what carbohydrate is best, because before the fest even began we already had much bigger fish to fry.

### **Grand-Festival: Which is the most important to you? Past vs Present vs Future**

Damn this game has only been around for 2 years and it's already dying.

Unlike previous fests, each team was represented by a specific idol group instead of just a single idol. In a way this technically counted as an idol fest. We also got an entirely new plaza and remixes of pre-existing songs for this fest which was awesome as hell. Still sucks that this is likely gonna be the closest any US Splattoon fan (myself included) will ever get to seeing a Splattoon concert. :(

Gameplay was alright, or at the very least I only ran into two mirror matches on Team Future. Similar to Shiver vs Frye vs Big Man, ever previous Tri-Color stage would return before a brand new stage would show up during the last 24 hours of the fest. "You know, I haven't played Tri-Color in a while, why don't I check it out?" I say during the first two hours of the fest. Worst mistake of my life because the first stage was Hammerhead Bridge and the experience was so bad that I refused to play Tri-Color for the whole fest. Because of this I never played Tri-Color on Grand Splatland Bowl so I legally can't talk about it from a Tri-Color perspective. The stage was however available for the 8th and final Big Run prior to the fest, and that was the most fun I'd ever had with a Big Run. I even got to kill my first ever Triumvirate while everyone was working to get over a billion eggs just to get some fish scales.

The winner of the final Splatfest in Splattoon 3 is none other than Team Past represented by the Squid Sisters. I was personally rooting for Team Future 'cause I wanted a cyberpunk themed Splattoon game, but going back into the past is also cool I guess. I mean at least it's better then the lame route of Team Present keeping everything the same. So now what?

### **How to fix Splatfests in the next game**

Now that we've actually gone (sort of) in depth as to how each of Splattoon 3's Splatfests went, let's go over the ways that Splatfests should be fixed in the next game, because I have so many goddamn problems with this godforsaken mode.

Firstly, we should go back to the two team system from the first two games. It is clear that Nintendo didn't think things through when adding a three team system, they only added it so they could abuse the number three.

Second, Tri-Color should either be fully removed or be reworked to be properly balanced. This can be done by making entirely new stages and changing it so it's a 3v3v3 and not the

incredibly unbalanced 2v4v2 as seen in game. Honestly I just think they should just bring back the Shifty Stations from Splatoon 2 though, because those were actually fun to play on. Another way I could see Splatfests being balanced is by making it so that an idol's team isn't public until after the fest begins. A common theme I've seen through out the series is people choosing a team specifically for the idol that represents it, usually leading to a lot of drama in the community related to which idol is better than the other. Speaking of idols, they should never host another idol themed Splatfest ever again. Anytime idols are the center of a Splatfest theme it ends very poorly.

We should also let people automatically cue up for a 10x/100x/333x match if someone DC'd when they first cued up for one. This is assuming Nintendo is still gonna keep that stupid ass feature where a match will automatically end if someone DC's in the first minute.

But above all else, Nintendo should really fix Mirror Matches. I know they can't completely remove them because wait times would be a pain in the ass if a certain team had most of the votes, but they should at least give us something. Give us the choice to choose if we wait to cue up against our own team or wait until we fight the enemy team. Or even better, give us turf points as clout if we cue up for mirror matches so they aren't useless.

Knowing Nintendo though, they likely won't take any of this advice considering that they didn't take previous advice during the demo.

Guys don't quote me on this but I think I hated Splatoon 3 Splatfests.

Please [drop by the Archive and comment](#) to let the creator know if you enjoyed their work!